cue

WebGUI version 0.7

User Manual

UM044_01_WebGUI
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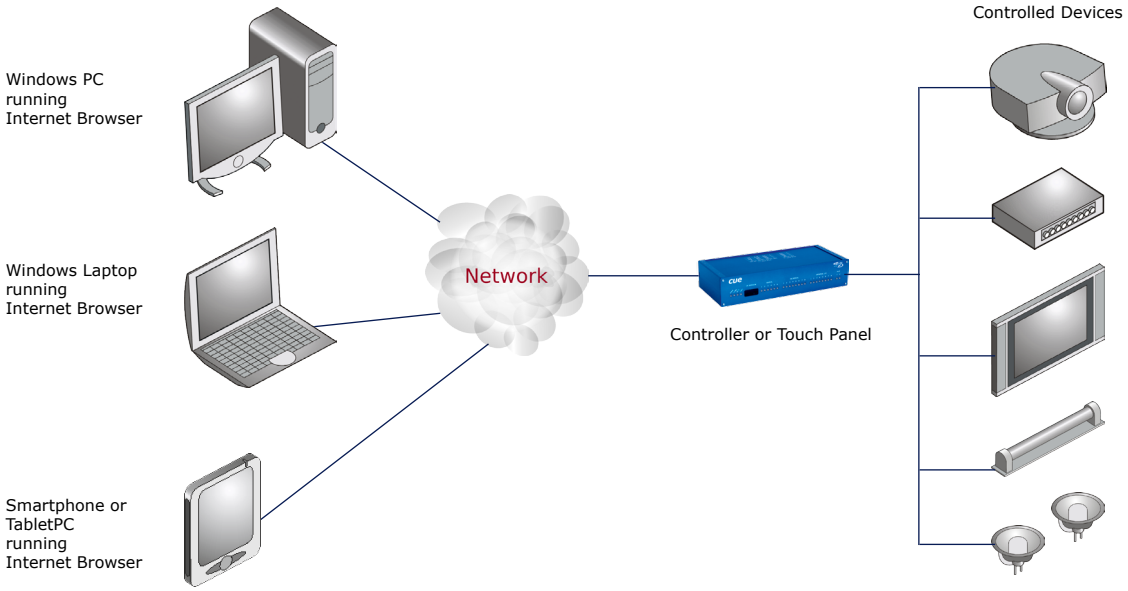
INTRODUCTION

Overview

WebGUI is a new application that expands the range of user functions offered by the Cue System. It is a software solution allowing to design and run web pages stored in touch panel or controller. Web pages can serve for remote monitoring and controlling of Cue System using standard internet browser. Web pages are designed by the same way as touch panel layouts. That means no special knowledge about web page design is required.



Requirements

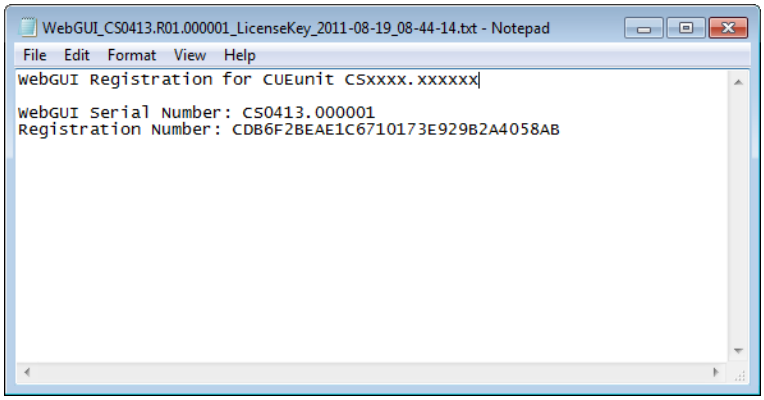
- Resources **WebGUIResources_x.xx.zip** downloaded from http://www.cuesystem.com/software_application_resources.aspx. You need a login.
- PC with Cue Visual Composer version **1.40** or higher
- Internet browse

REGISTRATION

In order to use WebGUIServer software it has to be registered. Registration is bound to the hardware product serial number (where WebGUIServer is connected), e.g. CS0253.000001.

To register WebGUIServer please

1. Send serial number of your hardware product to **register@cuesystem.com**.
2. You will get back LicenseKey file.
3. Open this file in the Notepad.


WebGUI_CS0413.R01.000001_LicenseKey_2011-08-19_08-44-14.txt - Notepad
File Edit Format View Help
webGUI Registration for CUEunit CSxxxx.xxxxxx
webGUI Serial Number: CS0413.000001
Registration Number: CDB6F2BEAE1C6710173E929B2A4058AB

4. Copy WebGUI Serial Number and Registration Number to appropriate properties of an instance of WebGUIServer.

Notes

- Without registration WebGUIServer runs for 1 hour and then stops.
- In Cue Visual Composer simulation / debugging mode WebGUIServer runs without any limitation.

How WebGUI Works

Overview

WebGUI is XPL2 pre-programmed widget which allows to generate and run web pages stored in a touch panel or in a controller.

WebGUI consists of following components

- Graphic collection WebGUIGraphicCollection
- Device driver WebGUIServer
- Module WebGUIInterface

Web pages are designed by the same way as touch panel layout using objects included in WebGUIGraphicCollection. These objects are prepared to generate web pages automatically. The basic object is window WebGUIBuilder. It isn't included in target web pages, but it must be used for web pages design and for communication during page simulation and generation. All other objects included in graphic collection generate the same objects for web pages. Current WebGUI version includes following objects

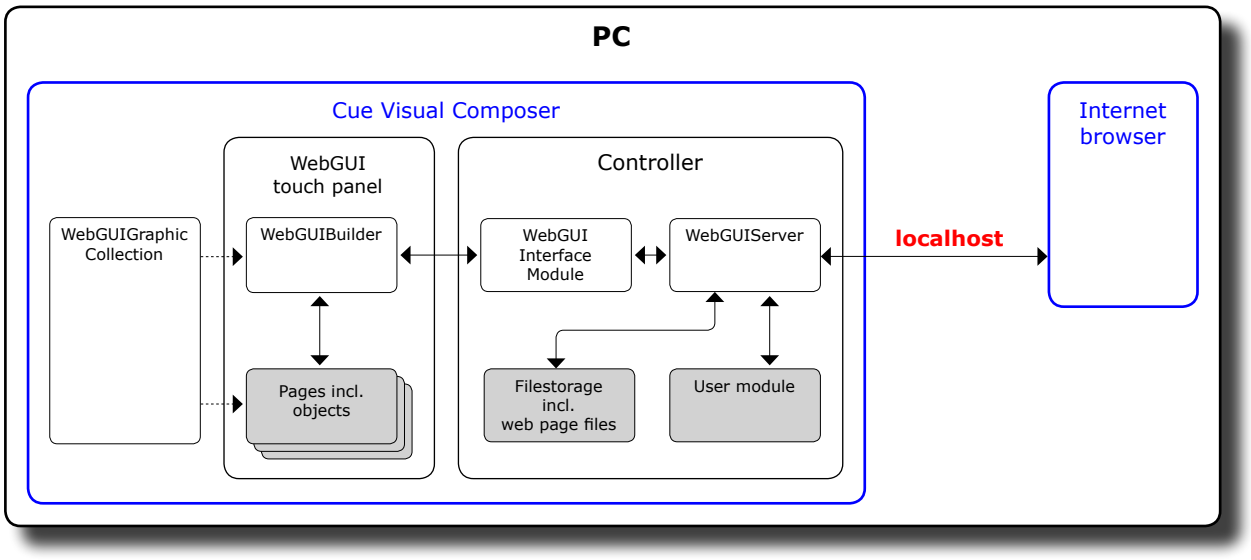
- Page
- PushButton
- Label
- TextBox
- InputTextForm.

Device driver WebGUIServer must be connected to CUEunit (controller or touch panel) where web pages are automatically generated and stored. Module WebGUIInterface connects graphic collection and WebGUIServer during page design and simulation.

Web pages are generated during debug of the application.

For more details about WebGUIComponents see approprite chapters.

Simulation Mode

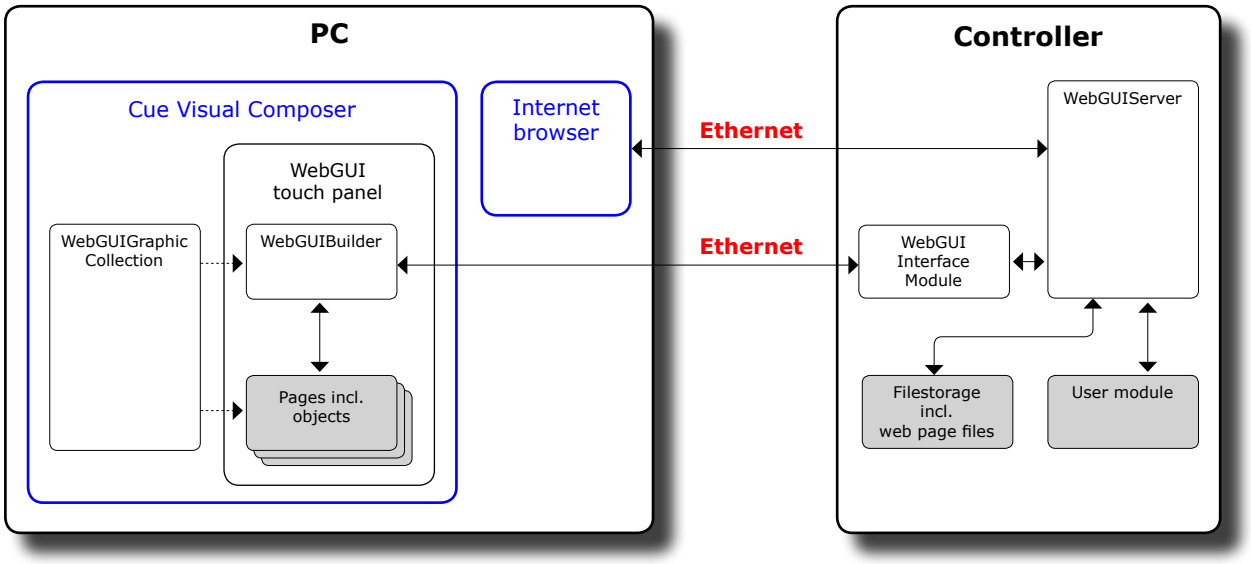


In the Simulation Mode WebGUI touch panel and controller are simulated in the PC using Cue Visual Composer simulation mode.

Web pages are generated by WebGUI touch panel and WebGUIserver creates web files to filestorage of the controller. In this mode the filestorage is temporary folder in the PC.

Internet browser running on the same PC in localhost mode can be used for web page preview.

Hardware Mode



In the Hardware Mode WebGUI touch panel is simulated in the PC using Cue Visual Composer simulation mode and controller is running in hardware mode. That means real unit must be connected.

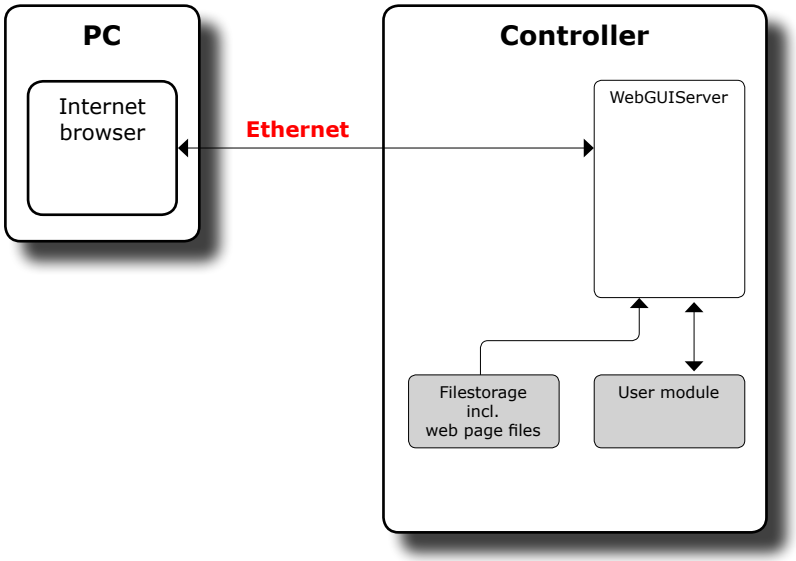
Web pages are generated by WebGUI touch panel and WebGUIserver writes appropriate files to filestorage of the real controller. That means web page files are prepared for for working mode.

This mode is used for

- web pages simulation from real unit
- final web pages files upload

Internet browser running on the same PC can be used for web page preview. IP address and port of the real unit is used.

Working Mode



In this mode web pages can be used directly from controller. WeGUIServer reads web page files stored in filestorage of the unit.

Application upload using Final in CVC must be done before start of this mode.

How to Use WebGUI

Provide the following steps in sequence as described below.

Project Preparation

CVC Project Creation

- Create a new Cue Visual Composer project or open your existing project, where WebGUI will be implemented.
- CVC version 1.38 or later is required.

Resources

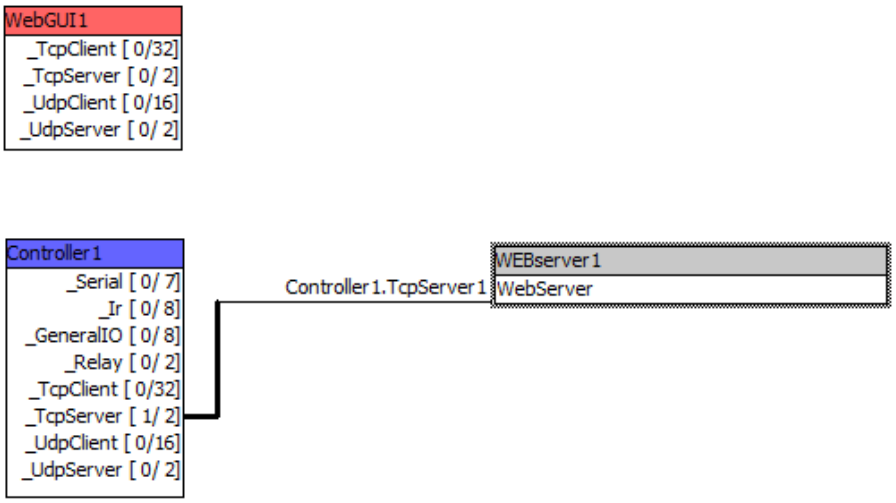
Add the following software components to the project resources

- Driver **CUE_WEBserver_WebGUIserver_Tcp_Server_x.xx.cvcd**
- Graphic collection **WebGUIGraphicCollection_x.xx.cvcg**

All these components are included in the file **WebGUIResources_x.xx.zip**.

Configuration

- Insert one CUEunit (touch panel) to your configuration
- Change name to **WebGUI1**. This instance name is default name used in module WebGUIInterface.
- Set properties **Display Width** and **Display Height** of the WebGUI1 to requested values. These values define default size of web pages.
- Insert one CUEunit (controller) to your configuration or use existing CUEunit where web pages will be stored.
- Create an instance of WebGUIServer (drag this driver from resources area to configuration tab) and keep instance name **WebServer1**.
- Connect the WebServer connector to TcpServer1 or TcpServer 2 conector of the CUEunit where web pages will be stored.



- Set property Port of the WebServer1. Default value is 8080 and we recommend to keep it.
- Only one instance of WebServer can be used in one CUEunit.

Interface Module

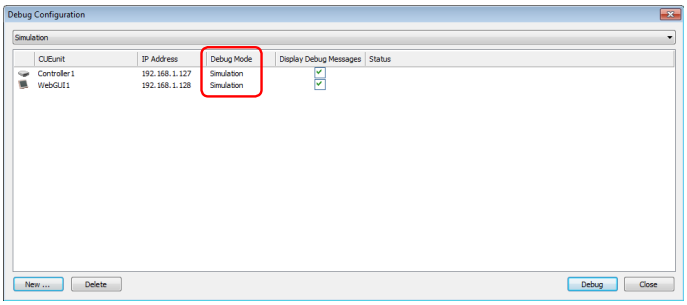
- Import module **WebGUIInterface.cvcm** to Modules of the CUEunit where driver is connected.
- This module is included in the file **WebGUIResources_x.xx.zip**.

WebGUIBuilder

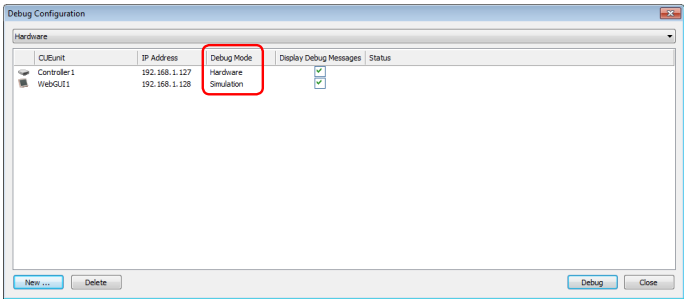
- Create an instance of WebGUIBuilder window in WebGUI1 touch panel (drag and drop WebGUIBuilder from graphic resources to touch panel WebGUI1.
- Keep instance name WebGUIBuilder1.

Debug Profiles

- Create Debug profile Simulation and set Debug Mode **Simulation** for units WebGUI1 and for Controller1 too. This profile will be used for web simulation on your PC. All files are generated and stored in your PC.

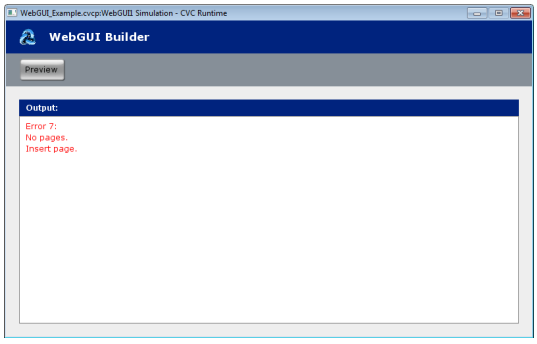


- Create Debug profile Hardware and set Debug Mode **Simulation** for unit WebGUI1 and set Debug Mode **Hardware** for Controller1. This profile will be used for web simulation from real hardware unit and for final upload to real hardware unit.



Test

- Start Debug in Simulation profile. In the simulation window you see WebGUIBuilder screen with error message "No pages".



- For more information about WebGUIBuilder see chapter WebGUIGraphicCollection / WebGUIBuilder.

Web Pages Creation

Page

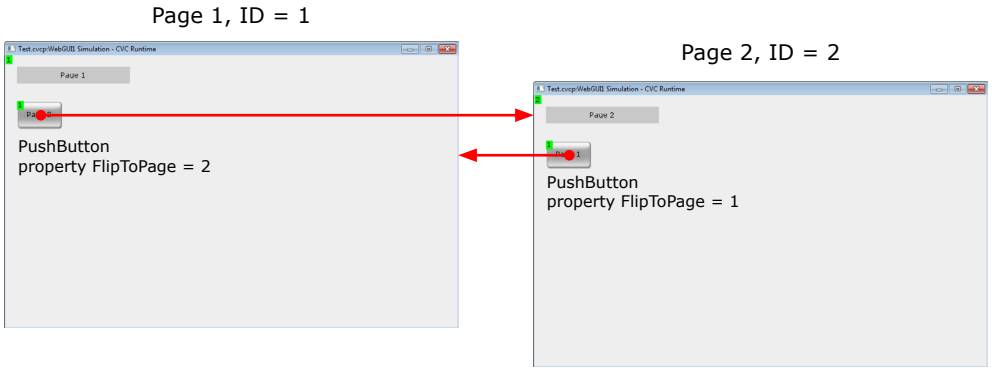
- Drag and drop object Page from WebGUIGraphicCollection to Windows section of WebGUI1 unit.
- Default value of property ID is 1. This is correct value for home page. For other Pages set ID to value > 1. Web IDs of all pages must be unique. ID is displayed in left top corner of the page.
- Start debug Simulation mode. Application starts and you can check errors in simulation window.
- For more details about Page object see chapter WebGUIGraphicCollection / Page.

Pushbutton

- Drag and drop object PushButton from WebGUIGraphicCollection to your page.
- Default value of property ID is 1. For other PushButtons set ID to value > 1. Web IDs of PushButtons on the same Page must be unique. ID is displayed in left top corner of the object.
- Set the properties of PushButton. For more details see chapter WebGUIGraphicCollection / PushButton.

Flip Pages

- Insert more pages to your project and set unique IDs.
- Insert PushButtons to flip pages.
- Set property FlipToPage of the PushButton to ID of target page.

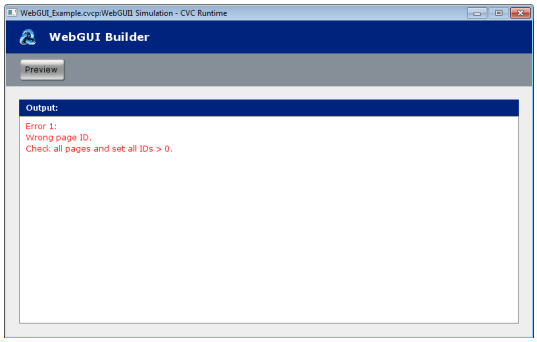


Other Objects

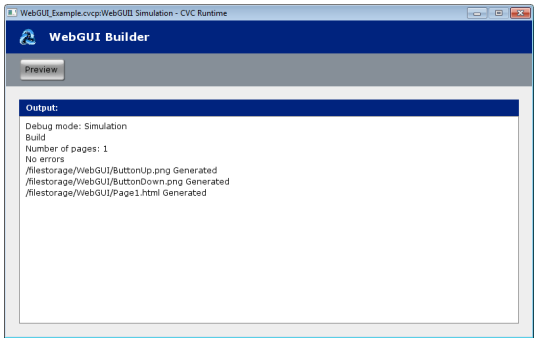
- Drag and drop other objects from WebGUIGraphicCollection to your pages.
- Default value of property ID for all objects is 1. If you use more objects of the same type on one page, set IDs to value > 1. Web IDs for objects of the same type on the same Page must be unique. ID is displayed in left top corner of the object.

Page Design Preview Using Simulation Window

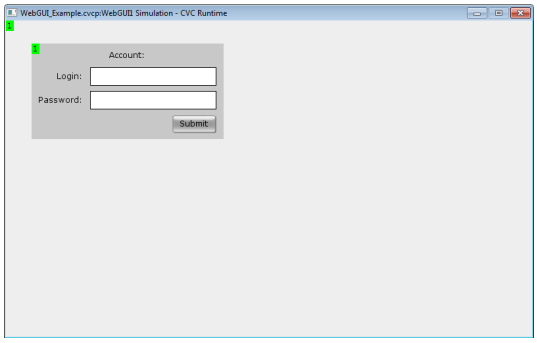
- Start your project using **Simulation** debug profile as described above.
- Web GUIBuilder is displayed in simulation window.
- In case of error follow instructions in Output window.



- In case of message No errors web pages are generated and web server is now running on your PC.



- Use button **Preview** to preview your web page design in CVC simulation window.



- Using long press of left mouse button you can leave your pages and go back to WebGUIBilder. Mouse pointer must be outside the button.

Web Pages Simulation and Upload

Simulation Using PC

- Start your project using **Simulation** debug profile as described above.
- In case of message No errors web pages are generated and web server is now running on your PC
- Start your Internet browser and write **localhost:8080** to address line. Port 8080 is default port. In case you changed WebGUIServer property Port to different value, use this value.
- Now you can test your web pages.

Simulation Using Hardware Unit

- Connect hardware unit (controller).
- Start your project using **Hardware** debug profile as described above. Web pages are generated in real CUEunit (Controller1) and web server is now running in real unit (Controller 1).
- Start your Internet browser and write **ipaddress:8080** to address line, where ipaddress is IP address od CUEunit (controller). Port 8080 is default port. In case you changed WebGUIServer property Port to different value, use this value.
- Now you can test your web pages running from hardware unit.

Final Upload

- Start your project using **Hardware** debug profile as described above. Web pages are generated in hardware unit (Controller1).
- Upload application to CUEunit (Controller1) using section Final. Before upload uncheck WebGUI1 unit, because typically this CUEunit hasn’t real hardware representation.
- Switch off and on CUEunit Controller1.
- Start your Internet browser and write **ipaddress:8080** to address line, where ipaddress is IP address od CUEunit (controller). Port 8080 is default port. In case you changed WebGUIServer property Port to different value, use this value.
- Now you can finally test your web pages running from the hardware unit.

Programming

Overview

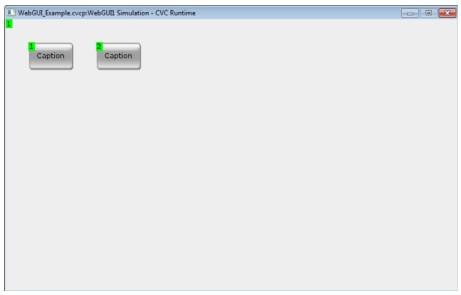
All communication with web pages is done through device WebGUIServer which serves events and function for user programming.

Folowing chapters describe examples how to use events and functions of the server. For more details see chapter WebGUIServer.

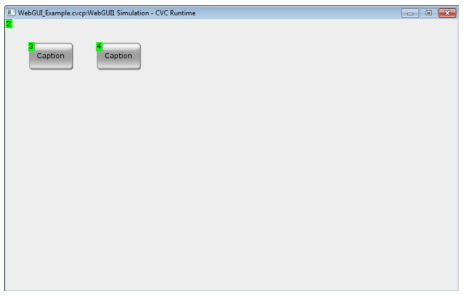
PushButtons

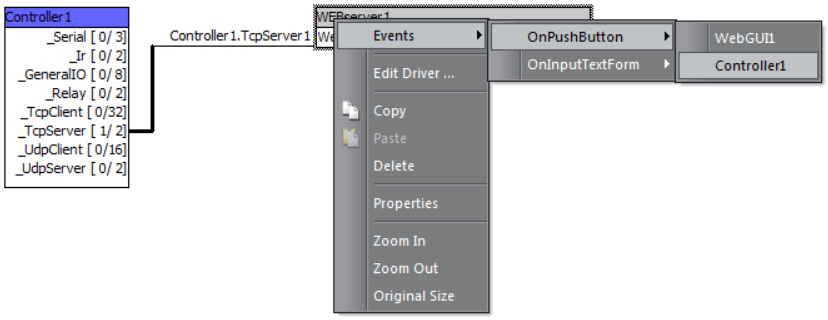
WebGUIServer generates event OnPushButton with parameter pushbuttonID.

Page 1, ID = 1



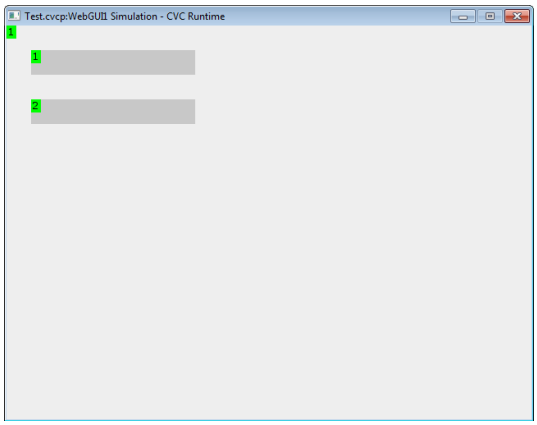
Page 2, ID = 2






```
Private Process WEBServer1_OnButtonPush( pushbuttonid As Long ) Link WEBServer1.OnButtonPush
  Select pushbuttonid
        Case 1   // Code executed after pressing PushButton 1 on Page 1
        Case 2   // Code executed after pressing PushButton 2 on Page 1
        Case 3   // Code executed after pressing PushButton 3 on Page 2
        Case 4   // Code executed after pressing PushButton 4 on Page 2
  End Select
End Process
```

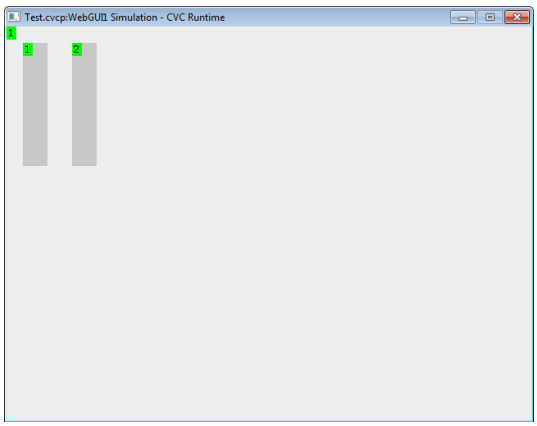
TextBoxes



Every TextBox is identified by ID. For TextBoxes displayed above use following functions of WebGUIServer

```
WebServer1.SetTextBoxText(1, "Hello")      // Sets TextBox 1 text to value Hello
WebServer1.SetTextBoxText(2, txtHello)     // Sets TextBox 2 text to value from resource txtHello
```

Bargraphs

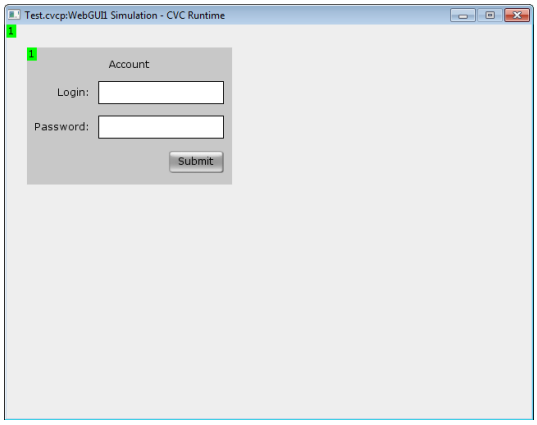


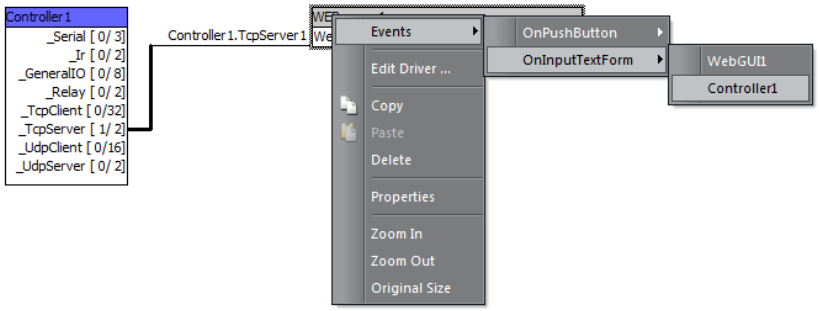
Every BarGraph is identified by ID. For BarGraphs displayed above use following functions of WebGUIServer

```
WebServer1.SetBarGraphValue(1, 30)      // Sets BarGraph 1 to value 30
WebServer1.SetBarGraphValue(2, 50)      // Sets BarGraph 2 to value 50
```

InputTextForms

WebGUIServer1 generates event OnInputTextForm with parameter *inputtextformid*. Input texts are passed using ParamArray. First text is ParamArray[1], second text is ParamArray[2] etc. Maxium number of input texts is 8.






```
Private Process WEBserver1_OnInputTextFormSubmit(
  inputtextformid As Long, ParamArray ) Link WEBserver1.OnInputTextFormSubmit

Private Var Login As AddressOf Text
Private Var Password AddressOf As Text

  Select pageid
        Case 1   Select inputtextformid
                    Case 1   // Code executed after pressing button Submit on InputTextForm 1
                             Login := ParamArray[1]
                             Password := ParamArray[2]
                 End Select
End Process
```

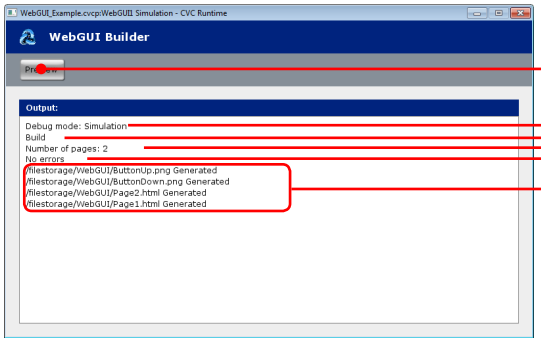
WebGUIGraphicCollection

WebGUIBuilder

Description

The WebGUIBuilder is graphic object which serves for web pages generation and in additionally it displayes errors and status. By button Preview it is possible to start web pages design preview in CVC simulation window. Window output displayes errors and other messages.

This object must be inserted to every WebGUI and it isn't displayed as web page.



Button Preview starts page design preview.

Displayes Debug Mode
- Simulation - web pages are generated in PC
- Hardware - web pages are generated in real hardware

Web pages wer built

Number of pages in the WebGUI.

No erros found

List of files generated in PC or real hardware depending on simulation mode.

Properties

This object has no properties to be set.

Errors

Error 1: Wrong page ID

Page ID must be > 0. Wrong IDs are indicated by red triangle label on the object.

Check all pages and set ID to correct value.

Error 2: Wrong object ID.

Object ID must be > 0. Wrong IDs are indicated by red triangle label on the object.

Check all objects and set ID to correct value.

Error 3: Page with ID = 1 is missing.

Home (start) page of the WebGUI is identifed by ID = 1. That means every project must have page with ID = 1. Check pages and set one of them to correct value.

Error 4: Page IDs are not unique.

Page IDs must be unique. Check all pages and set unique IDs.

Error 5: Object IDs are not unique.

Objects of the same type (PushButton, Label, TextBox, InputTextForm, Bargraph) on one page must have unique IDs. Objects with not-unique IDs are indicated in simulation mode by blinking of the red label.

Check all objects of the same type on the page and set unique IDs.

Error 6: Target CUEunit is not available.

Communication with target CUEunit (unit where web pages will be stored) isn't possible.

Possible causes in Simulation mode

- Target CUEunit isn't inserted the project.
- Module WebGUIInterface is missing.

Possible causes in Hardware mode

- Target CUEunit isn't inserted the project.
- Module WebGUIInterface is missing.
- CUEunit isn't connected or there ara some troubles with Ethernet communication.

Error 7: No pages.

No pages are inserted in the project.

Insert page.

Error 8: Too many pages.

Maximum number of pages is 32. In case there are more pages in the project, this error is indicated.

Reduce number of pages.

Error 9: Too many objects on page.

Maximum number of objects on page is 64. In case there are more objects on page, this error is indicated.

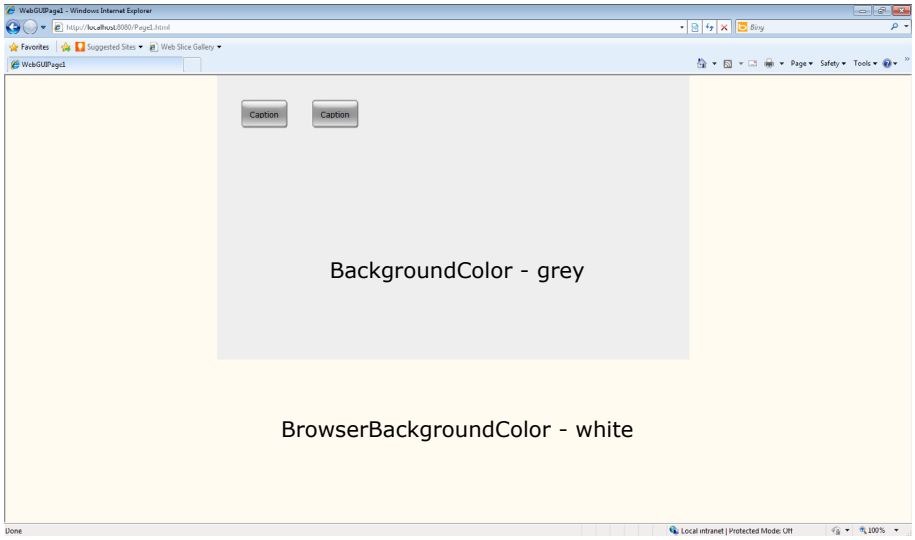
Reduce number of objects on page.

Page

Description

Page is a container for other objects. Maximum number of pages is 32. Page is identified by ID and all pages must have unique ID > 0. Every project must contain page with WeID = 1 because this page is default home page of web interface. Width and height of web page generated of WebGUI are set to the same values as width and height of the page in CVC has. That means it is possible to use different page sizes in one project.

BackgroundColor and BrowserBackgroundColor can be set using appropriate properties.



WebGUI generates web page files named Page1.htm, Page2.html etc., where Page is default name and number is value of ID property.

Properties

Property Name	Data Type	Allowed Values	Default Value	Description
Behavior Group				
ID	Long	From 1 to 32	1	This number identifies Page and it must be unique.
Appearance Group				
BackgroundColor	Long	Any	Grey	Solid color of page.
BrowserBackgroundColor	Long	Any	_COLOR_WHITE	Solid color of browser background.

PushButton

Description

This button behaves like a simple push button. It has only two states - State Up and State Pushed. Button is in State Pushed when it is pushed, otherwise it is in State Up. Button generates OnPush event when it is pushed. The object is identified by ID and all objects on the same page must have unique ID > 0. When the property RepeatInterval is set to value > 0 and a button is pushed, it starts to generate OnPush event periodically with time period RepeatInterval until the button is released. When property FlipToPage is set to ID of existing page, the button switches pages.

Properties

Property Name	Data Type	Allowed Values	Default Value	Description
Behavior Group				
ID	Long	> 0	1	This number identifies object and it must be unique for PushButtons placed on the same page.
FlipToPage	Long		0	ID of a target page.
RepeatInterval	Time	Any non-negative	00:00:00.00	Period of generating events while button is pushed.
Caption Group				
Align	Long	Left-Top := 1 Left-Middle := 2 Left-Bottom := 3 Center-Top := 4 Center-Middle := 5 Center-Bottom := 6 Right-Top := 7 Right-Middle := 8 Right-Bottom := 9	Center-Middle := 5	Horizontal and vertical align of Caption text.
FontColor	Long	Any	_COLOR_BLACK	Color of Caption text.
FontName	Text	Verdana := “Verdana”	Verdana := “Verdana”	Font name.
FontSize	Long	12 16 20	12	Font height in pixels.
FontStyle	Long	Regular := 1 Italic := 2 Bold := 3 Bold Italic := 4	Regular := 1	Defines style of the font.
OffsetX	Long		0	Axis x offset of the caption text in pixels.
OffsetY	Long		0	Axis y offset of the caption text in pixels.
Text	AddressOf Text	Any	txtCaption = ”Caption”	Text shown on the button. It is converted to single line text automatically.

Events

Event OnPush As Process ()

This event is generated when the button is pushed.

Button Graphics

Graphics for all PushButtons is the same. Default graphics is described on following pictures.

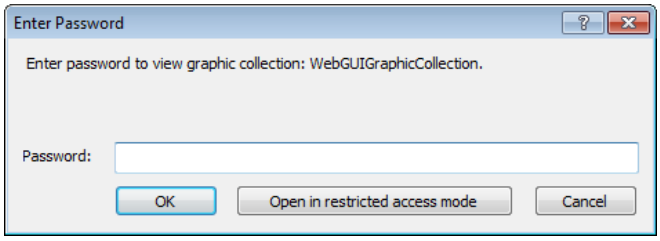
Up

Down

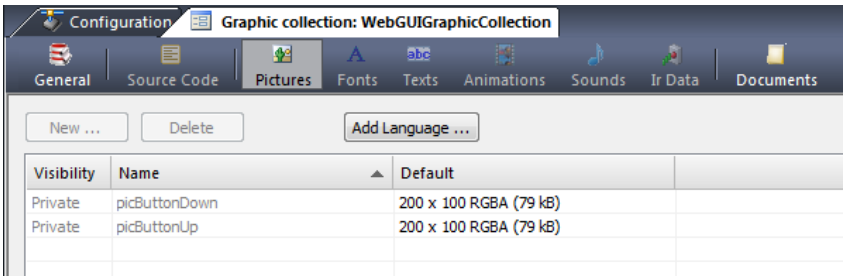
If you want to change graphics for all buttons, change picButtonUp and picButtonDown in the WebGUIGraphicCollection, section Pictures.

Steps are

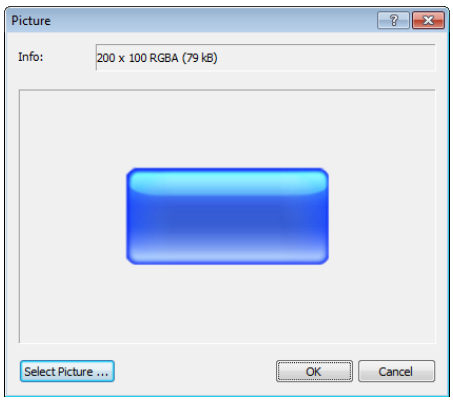
1. Open WebGUIGraphicCollection in restricted access mode.



2. Go to section Pictures.



3. Double click to picture line in column Default.
4. Use button Select Picture ...



5. Import your picture using Open Dialog Box.

Note: don't change picture name.

Label

Description

Label is object which allows to display text defined during web page design.

Properties

Property Name	Data Type	Allowed Values	Default Value	Description
Appearance Group				
BackgroundColor	Long	Any	Grey	Solid color of object.
BorderColor	Long	Any	BackgroundColor	Solid color of borders.
BorderWidth	Long	Any positive	1	Width of borders in pixels.
Caption Group				
Align	Long	Left-Top := 1 Left-Middle := 2 Left-Bottom := 3 Center-Top := 4 Center-Middle := 5 Center-Bottom := 6 Right-Top := 7 Right-Middle := 8 Right-Bottom := 9	Center-Middle := 5	Horizontal and vertical align of Caption text.
FontColor	Long	Any	_COLOR_BLACK	Color of Caption text.
FontName	Text	Verdana := “Verdana”	Verdana := “Verdana”	Font name.
FontSize	Long	12 16 20	12	Font height in pixels.
FontStyle	Long	Regular := 1 Italic := 2 Bold := 3 Bold Italic := 4	Regular := 1	Defines style of the font.
OffsetX	Long	Any	0	Axis x offset of the caption text in pixels.
OffsetY	Long	Any	0	Axis y offset of the caption text in pixels.
Text	AddressOf Text	Any	txtCaption = ”Caption”	Text shown on the label. It is converted to single line text automatically.

TextBox

Description

TextBox is object which allows to display text. Default text is "Text" and it can be set during run time using function SetTextBox.

The object is identified by ID and all objects on the same page must have unique ID > 0. More objects placed on different pages can use the same ID.

Properties

Behavior Group

Property Name	Data Type	Allowed Values	Default Value	Description
Behavior Group				
ID	Long	From 1 to 32	1	This number identifies object and it must be unique for TextBoxes placed on the same page.
Appearance Group				
BackgroundColor	Long	Any	Grey	Solid color of object.
BorderColor	Long	Any	BackgroundColor	Solid color of borders.
BorderWidth	Long	Any positive	1	Width of borders in pixels.
Caption Group				
Align	Long	Left-Top := 1 Left-Middle := 2 Left-Bottom := 3 Center-Top := 4 Center-Middle := 5 Center-Bottom := 6 Right-Top := 7 Right-Middle := 8 Right-Bottom := 9	Center-Middle := 5	Horizontal and vertical align of Caption text.
FontColor	Long	Any	_COLOR_BLACK	Color of Caption text.
FontName	Text	Verdana := "Verdana"	Verdana := "Verdana"	Font name.
FontSize	Long	12 16 20	12	Font height in pixels.
FontStyle	Long	Regular := 1 Italic := 2 Bold := 3 Bold Italic := 4	Regular := 1	Defines style of the font.
OffsetX	Long		0	Axis x offset of the caption text in pixels.
OffsetY	Long		0	Axis y offset of the caption text in pixels.

Functions

SetText(newtext As Text) As Boolean

This function sets current text of TextBox to newtext.

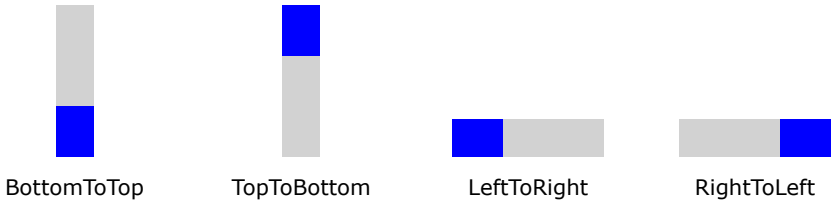
GetText() As AddressOf Text

This function returns address of current text.

Bargraph

Description

Bargraphs is object for indication of analog value. Type type is defined by property FloodType and default type is BottomToTop.



The object is identified by ID and all objects placed on the same page must have unique ID > 0. More bargraphs placed on different pages can use the same ID.

Default bargraph value is 50 and it can be set from 0 to 100.

Maximum number of bargraphs is 256.

Properties

Property Name	Data Type	Allowed Values	Default Value	Description
Behavior Group				
ID	Long	From 1 to 256	1	This number identifies object and it must be unique for Bargraphs placed on the same page.
FloodType	Long	BottomToTop := 1 TopToBottom := 2 LeftToRight := 3 RightToLeft := 4	BottomToTop := 1	Defines type of bargraph.
Appearance Group				
BackgroundColor	Long	Any	Grey	Solid color of object.
BorderColor	Long	Any	BackgroundColor	Solid color of borders.
BorderWidth	Long	Any positive	1	Width of borders in pixels.
FloodColor	Long	Any	Blue	Color of flood.

Functions

SetValue(newvalue As Long) As Boolean

This function sets value of bargraph to newvalue. The newvalue can be from 0 to 100.

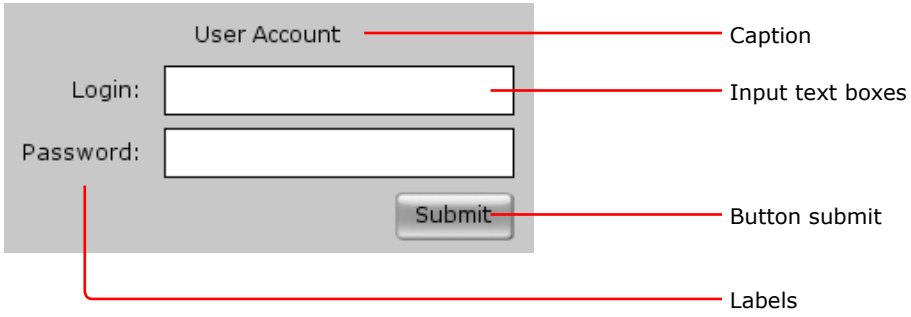
GetValue() As Long

This function returns current value of bargraph. Current value can be from 0 to 100.

InputTextForm

Description

InputTextForm allows to enter up to 8 texts and send it to a controller. Number of input text boxes is equal to index of last nonempty LabelText.



Properties

Property Name	Data Type	Allowed Values	Default Value	Description
Behavior Group				
ID	Long	> 0	1	This number identifies object and it must be unique for InputTextForms placed on the same page.
Appearance Group				
BackgroundColor	Long	Any	Grey	Solid color of object.
BorderColor	Long	Any	BackgroundColor	Solid color of borders.
BorderWidth	Long	Any positive	1	Width of borders in pixels.
Caption Group				
Align	Long	Left-Top := 1 Left-Middle := 2 Left-Bottom := 3 Center-Top := 4 Center-Middle := 5 Center-Bottom := 6 Right-Top := 7 Right-Middle := 8 Right-Bottom := 9	Center-Middle := 5	Horizontal and vertical align of Caption text.
FontColor	Long	Any	_COLOR_BLACK	Color of Caption text.
FontName	Text	Verdana := “Verdana”	Verdana := “Verdana”	Font name.
FontSize	Long	12 16 20	12	Font height in pixels.
FontStyle	Long	Regular := 1 Italic := 2 Bold := 3 Bold Italic := 4	Regular := 1	Defines style of the font.
Text	AddressOf Text	Any	txtCaption = ”Caption”	Text shown on the caption. It is converted to single line text automatically.

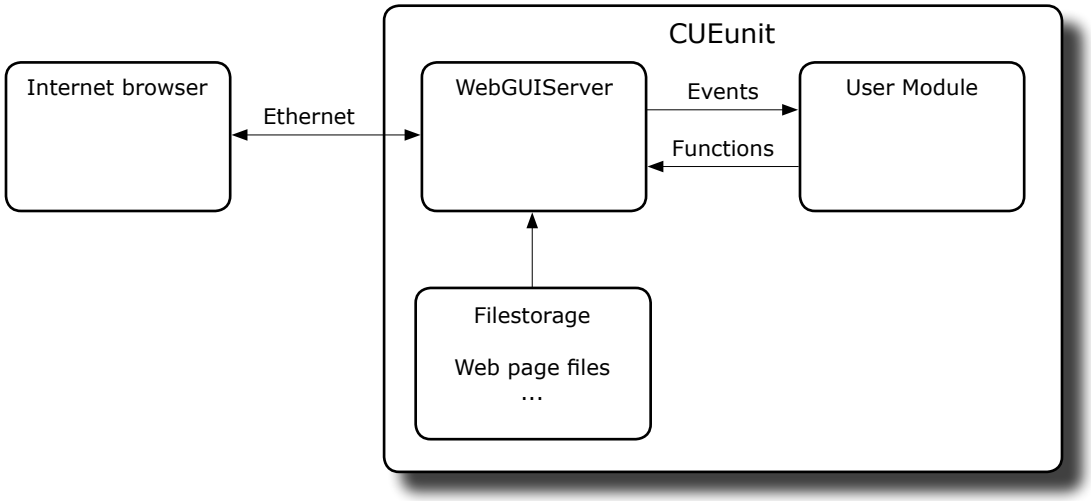
Property Name	Data Type	Allowed Values	Default Value	Description
Input TextBoxes This group containes common properties for labels and input text boxes.				
BackgroundColor	Long	Any	_COLOR_WHITE	Solid color of input text boxes background.
BorderColor	Long	Any	_COLOR_BLACK	Solid color of input text boxes borders.
BorderWidth	Long	Any positive	1	Width of input text boxes borders in pixels.
FontColor	Long	Any	_COLOR_BLACK	Text color of labels and input text boxes.
FontName	Text	Verdana := "Verdana"	Verdana := "Verdana"	Font name of labels and input text boxes.
FontSize	Long	12 16 20	12	Font height in pixels for labels and input text boxes.
FontStyle	Long	Regular := 1 Italic := 2 Bold := 3 Bold Italic := 4	Regular := 1	Defines style of the font for labels and input text boxes.
LabelAlign	Long	Left Center Right	Center	Horizontal align of lebels.
Input TextBox 1 to 8				
LabelText	Text	Verdana := "Verdana"	Verdana := "Verdana"	Text shown in labels before input text box. If empty input text is not displayed. Last no-empty label defines number of input texts. It is converted to single line text automatically.
Type	Text	Text := "Text" Password := "Password"	Text := "Text"	Defines how input text is displayed • Text means input text is displayed. • Password means input text is masked.
Button				
FontColor	Long	Any	_COLOR_BLACK	Color of button text.
FontName	Text	Verdana := "Verdana"	Verdana := "Verdana"	Font name.
FontSize	Long	12 16 20	12	Font height in pixels.
FontStyle	Long	Regular := 1 Italic := 2 Bold := 3 Bold Italic := 4	Regular := 1	Defines style of the font.
Text	AddressOf Text	Any	txtCaption = "Caption"	Text shown on the button. It is converted to single line text automatically.

WebGUIServer

Overview

WebGUIServer is a device driver connected to _TCPServer port of the CUEunit. It serves for communication with internet browser (client) and it uses web page files stored in the CUEunit. In addition this driver generates events (OnPushButton, ...) and it has functions for object current value settings and reading (bargraphs, ...).

All application programming connected to web pages is done using events and functions of this driver.



Properties

Property Name	Data Type	Allowed Values	Default Value	Description
Connection Group				
Port	Long	Any except 80	8080	Defines IP port for communication with an internet browser.
SerialNumber	ByteString	From License Key file.	Empty	Serial number of WebGUI. It is including in License Key file.
RegistrationNumber	ByteString	From License Key file.	Emty	Registration number of WebGUI. It is including in License Key file.

Events

OnButtonPush(pushbuttonID As Long) As Process

This event is generated when the button is pushed. Button is identified by parameter pushbuttonid.

OnInputTextFormSubmit(inputtextformid As Long, ParamArray) As Process

This event is generated when the button Submit on InputTextForm is pressed. Object is identified by parameter inputtextformid.

Input texts are passed using ParamArray. InputText 1 is passed as ParamArray[1], ..., InputText 8 is passed as ParamArray[8].

For more details about InputTextForm object see chapter WebGUIGraphicCollection / InputTextForm.

Functions

Bargraphs

SetBargraphValue(bargraphid As Long, newvalue As Long) As Boolean

Function sets all Bargraphs identified by bargraphid to newvalue. More bagraphs can use the same ID and all of them are set to the same value.

The function returns True if bargraphid is from 1 to 256 and newvalue is >= 0 and <= 100. Else it returns false.

GetBargraphValue(bargraphid As Long) As Long

Function returns current value of Bargraph identified by bargraphid.

TextBoxes

SetTextBoxText(textboxid As Long, newtext As Text) As Boolean

This function sets current text of TextBox identified by textboxid to newtext.

As newtext you can use direct value of text (TextBoxSetText ("Hello")). In this case you will lose the possibility of changing the language of this text. You can also use addressof text (TextBoxSetText (txtHello)) as parameter (txtHello must be declared in MyCommon/Text resources). In this case it is possible to change the language of this caption.

The function returns True if textboxid is from 1 to 32 and text length is max. 64 characters. Else it returns false.

GetTextBoxText(textboxid As Long, ByRef currenttext As Text)

Text variable currenttext is filled by current value of the TextBox identified by textboxid.

Other

DisableControl () As Boolean

This function disconnects all clients connected to the server and closes server.

EnableControl () As Boolean

This function starts server.

IsControlEnabled () As Boolean

This function returns True if server is running. Else it returns False.

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